

AMENDMENTS TO THE SPECIFICATION

On page 1, line 3, after the title and before the BACKGROUND OF THE INVENTION, insert the following paragraph:

This application is a divisional application of United States Patent Application Serial No. 09/624,881 filed July 24, 2000.

Replace the paragraph starting on page 6, line 24, through page 7, line 29, with the following replacement paragraph:

Screen 100 includes a data entry column 160 in which physical factors 108, 109, 110, 111, 112, 114, 116, 118, 120, 122, 126, 128, and 130 describing a real or hypothetical situation that may arise in playing the game of golf can be entered, a data entry column 170 in which specific actions 136, 138, 140, 142, 144, 146, 148, 150, 152, and 154 responsive to the physical situation described in column 160 are entered by the user of the invention, and column 180 in which the system displays appropriate actions corresponding to the actions in column 170 responsive to the physical situation described in column 160. In FIG. 1, the physical situation that has been entered is that the ball is forty yards from the pin and 4 yards from the green, the pin location is towards the back of the green, the general grade is downhill to the green, the green is fast, there are no obstacles between the ball and the green, the terrain is medium rough, the ball is embedded to one-half its diameter in the soil and the slope on which the ball lies is down hill toward the green, the ball is above the position of the golfer when addressing the ball, and the wind is left to right and is strong. The player, Forest, has entered a response that includes the following actions: selecting a six iron; making a chip shot, with the club face normal, the grip regular, the body aligned with the direction to the pin, the stance normal but slightly open, the ball centered in the stance, the player's weight evenly distributed, and the swing even, with hands leading. The golf pro, Shortiron, via the system of the invention, has suggested the same actions except selects a three iron instead of a six iron, suggests a shortened up grip, and slightly more weight on the left foot. What is an appropriate action may, of course, vary from one expert to the next, so, as will be described in more detail below, the user may select the actions of one or a plurality of different experts, which in the game of golf, generally would be golf professionals. The exemplary screen 100 shows the actions

responsive to the physical situation shown in column 160 entered by a user or player "Forest" and the appropriate or suggested responses of a fictitious golf professional "Shortiron". Screen 100 also displays the name 104 of the golf course, the hole and par score 105 for the hole on which the physical situation occurs, the number 106 of the current stroke for the hole, i.e. stroke number 4, and the total strokes 107 in the current round, i.e., 35 strokes. As will be discussed in more detail below, the system of the invention stores information about the course that permits the system automatically fill-in many of the boxes of column 160, thus shortening the time to use the system. In box 156 the system displays either a personal tip entered by the user or player for the particular physical situation, or a tip from the golf professional selected. Button 158 permits selection of either the personal tip or the professional tip and displays "Per" when the personal tip is displayed and "Pro" when the professional's tip is displayed. In the example of FIG. 1, the user has selected a personal tip, and a reminder, "a chip shot is basically a touch shot", which was previously entered (see FIG. 11) by the user to be displayed whenever a chip shot is a selected or suggested action is displayed.

Replace the paragraph starting on page 8, line 20, through the bottom of page 9 with the following replacement paragraph:

Turning now to FIG. 2, the personal data screen 200 is shown. This screen is used to enter personal information about particular users or players. At the top of the screen is a button bar 201 containing 16 different buttons in the embodiment shown. This button bar normally appears at the top of each screen, but for simplicity is shown herein on only the screens of FIGS. 2 and 3. Exemplary functions of the button bar shown will be discussed below. As known in the computer art, the button bar is customizable in that the user can select which buttons are to be shown, the icon on the button, the order and grouping of the buttons, and the position of the button bar on the screen. Selecting entry box 204 activates a pull-down menu, which includes the names of the users for whom data has been entered. If data for the user has not been entered, the new user entry in the pull-down menu is selected, and the name of the new user can then be entered along with his or her personal data. Selecting box 207 activates a pull-down menu that includes physical characteristics such as height, weight, sex, and strength. For each physical characteristic,

an appropriate descriptive term can be selected from a pull-down menu in box 208. In the entry shown, height is the physical characteristic selected, and the term "five feet, ten inches" has been selected from the pull-down menu 208. By selecting box 209, the playing style of the user can be selected from a pull-down menu. Using boxes 214 and 215, the average shot length for each club can be entered by selecting the club from a pull-down menu that appears when box 214 is selected, and selecting a length from a pull-down menu that appears when box 215 is selected. Similarly, the users playing tendencies can be described for each of three classes of clubs, woods, long irons and short irons, by the use of pull-down menus 218, 219, 220. The users handicap can be entered via a pull-down menu that is activated by selecting box 224, and the grip the player uses can be described for woods, irons, chip shots, and putting by selecting one of the four categories from a pull-down menu associated with box 226, and then selecting the grip description from a pull-down menu associated with box 228. The user can instruct the system how he or she wants to be coached by selecting one of buttons 230 and 232. The system shows the coaching style that is selected in bold red color, while the non-selected coaching style is shown in a light gray tone. In FIG. 200 2, the Optimum Score coaching style has been selected. If the Optimum Score coaching style is selected, the system takes into account the players characteristics, and suggests actions based on those characteristics that will result in an optimum score, for the immediate game. For instance, if the system knows the user has a heavy slice with woods, it will suggest that the player to select club which will result in quicker progress toward the pin, or instruct the player to aim to the right. If the user selects the Play Improvement coaching style, the system will suggest actions that are appropriate for a person of skill, which will result in the player practicing and/or learning actions generally appropriate to a physical situation. For example, even though the system knows the player tends to slice heavily with woods, the system will suggest woods for long shots, and suggest stances, grips, etc. that cure a slice. Finally, using boxes 234 and 236, the user can select an expert or golf professional to coach him or her for a variety of different portions of the golf game. By selecting box 234, a pull-down menu appears showing various "game" portions of the sport of golf, such as the short iron game, the long iron game, the putting game, and the driving game. Then, for each "game" the user can

select a professional from a pull-down menu that appears when box 236 is selected. The name of the professional selected then appears above column 180 on screen 100 and the suggested actions in column 180 are those that the selected professional has provided.

Replace the paragraph starting on page 14, last line, through page 15, line 10, with the following replacement paragraph:

The most preferred form of a computer system 700 according the invention is shown in FIGS. 7 – 10. This is a hand-held portable computer/communication device such as a PALM™ computer, a personal digital assistant, or other hand-held computing device. Computer system 700 includes a housing 704 suitable to be held in a human hand, a display 710, a keyboard 730, a microphone 740, a speaker 750, an antenna 760, and a stylus 766. Computer 700 also preferably includes a mini-diskette device ~~700~~ 770 (FIG. 8) for reading and writing to a miniature removable storage element, such as a mini-disc, a connector port 780 for connecting to a telephone system (FIG. 9) and corresponding internal communication electronics, such as a modem, and a coaxial input 785 for connecting the computer 700 to a docking station, and/or a keyboard, and/or a mouse.

Replace the paragraph on page 15, lines 11 – 26, with the following replacement paragraph:

As known in the hand-held computer art, the computer 700 is preferably operated using stylus 766 to apply pressure to pressure-sensitive screen 710. The screen may be scrolled using scroll icons 712 or buttons 732 and 733. Vertical scroll icons are also available, though these are not shown for simplicity. The particular hand-held computer 700 shown includes communication electronics for accessing the Internet via a cellular communication system, hence the antenna 760. The screen 722 shown on display 710 is another portion of the set-up screen. This portion shows some of the action items in column 714[.], such as "shot" 716. On the screen shown, the actions "club", "grip", and "body" have been selected and the actions "shot", "club face", "stance", and "ball" have been deselected by touching the screen in the area of the corresponding box, such as 718, with stylus 766. As on the screen of FIG. 6, the other actions and items on the set-up screen are accessed by scrolling. Keyboard 730 preferably includes scroll keys 732 and 733 and programmable keys 735, 736, 737 and 738 that may be programmed with any of

the functions of button bar 201. The screen 710 also preferably includes a button bar as well as other features known in the hand-held computer art, though these are not shown for simplicity.

Replace the paragraph starting on page 15, line 27, through page 16, line 7, with the following replacement paragraph:

An alternative embodiment of a computer system 800 according to the invention is shown in FIG. 11. Computer system 800 is a custom computer that is designed and programmed specifically to operate as a system according to the invention. System 800 includes: a housing 801 that includes a body portion 802, a hinge 806, and a cover portion 804; a keyboard 810; a trackball 819 or other cursor control device; a display 822; a stylus 824; an antenna 828 and associated communication electronics; and a combination speaker/microphone 838. Cover 804 and body 802 can rotate about hinge 806 to enclose and protect display 822 and keyboard 810. Keyboard 810 includes a keypad similar to a cell phone including scroll buttons ~~811—816~~ 811, 812, 814, and 816 and specialized buttons 818 and 820 that enable functions similar to the functions enabled by the buttons described in connection with the button bar 201 above. These functions should be clear from reading the description of the button bar functions above, and thus will not be repeated here. Again, the display 822 is a touch sensitive screen and operates as described above. Scroll icons, such as 826, and can also be used to scroll the screen.

Replace the paragraph starting on page 20, lines 8 – 24, with the following replacement paragraph:

Turning to FIG. 18, a flow chart 50 illustrating the flow of the software and the operation of a system according to the invention in Professional mode is shown. In this mode, the operation is the same as in the Play mode except the emphasis is on interaction with a golf pro, which is indicated by steps 59, 60 and 62. In Professional mode, the name of the professional in FIGS. 1 and 3 is highlighted by a bright color, such as red, and by blinking, and an icon suggestive of communication with the pro appears next to the pro's name. When the physical situation and, preferably, a trial response have been entered in ~~step 58~~ processes 966 and 968 and the pro's name is selected, the user's personal data, the physical situation and trial response, if one has been entered, are sent to the pro in

step 59 and displayed to the pro. If an electronic locator system is available, the location of the ball on the course can be communicated to the pro using a map location option in the "L" pull-down menu. The professional and player then interact in step 60 by the pro entering and sending back suggested actions in column 1.80 in screen 100 and comments using the comment screen 300. The professional and player can also talk to each other in systems in which the audio option is available. The user ~~than~~ then plays the shot, enters the result on screen 400, and sends it to the pro for further comment and/or future reference.